

The Stickman No. 13 Puzzle Box (Chopstick Box)

The design for the Stickman No. 13 originated as a concept for a magnetic lock, but Robert like the mechanism so much that it eventually became a small toy he would play with in his shop. This toy would catapult a single spear using repelling magnetism, then by switching polarities, would lock, load, and launch a second spear as well. The spears never went very far, but this unique mechanism eventually evolved into the chopstick puzzlebox.



Break one of these puzzles apart and its magnets can be seen, but few would have any concept of how it worked. It requires the interaction of four perfectly positioned magnets all working in tandem. Partially solving it allows one stick to pop out, but its removal changes the overall flux of remaining magnetic components, forcing the remaining stick to move to the other side, awaiting the last portion of the solution to pop out as well.



A second run of these puzzles was later crafted and sold as a joint project between Robert and puzzle artist John Devost. John's lathe abilities brought the quality of the chopsticks to the next level, and while original editions had lacquered sticks made from toxic bloodwood, those crafted by John used only wax as a finish so they could be used as utensils. Robert always takes a pair when he goes to eat, and in fact placed no limited edition status on them, as he intends to eventually market their design to the larger Chinese/Japanese restaurant business.

Limited Edition Status: N/A

Production Dates: (Dec. 2006 – Jan. 2007) first edition.
(Mar. 2007 – May 2007) second edition.

Original Sale Price: \$125

Wood types: Bloodwood, Leopardwood, Maple & Purpleheart.

Variations: Bloodwood with Maple & Purpleheart.
Leopardwood with Maple & Purpleheart.
Bloodwood, Padauk & Wenge (second edition).

Size: 10" x 1" x 1".

Number of Compartments: N/A

Number of Steps: Minimum of 7

Difficulty Level: Easy

Instruction Book: N/A (Instructions on reverse of label).

Special features: Unique magnetic mechanics.

Goal: Retrieve two chopsticks from box.

